# Solutions - Lab: JavaScript Syntax and Operators

## String Length

function solve(arr1, arr2, arr3){

let sumLength;

let averageLength;

let firstArgumentLength = arr1.length;

let secondArgumentLength = arr2.length;

let thirdArgumentLength = arr3.length;

sumLength = firstArgumentLength + secondArgumentLength + thirdArgumentLength;

averageLength = Math.floor(sumLength / 3);

console.log(sumLength);

console.log(averageLength);

}

## Math Operations

function solve(num1, num2, operator){

let result;

switch(operator){

case '+': result = num1 + num2; break;

case '-': result = num1 - num2; break;

case '\*': result = num1 \* num2; break;

case '/': result = num1 / num2; break;

case '%': result = num1 % num2; break;

case '\*\*': result = num1 \*\* num2; break;

}

console.log(result);

}

## Sum of Numbers N…M

function solve(n, m){

let num1 = Number(n);

let num2 = Number(m);

let result = 0;

for (let i = num1; i <= num2; i++){

result += i;

}

return result;

}

## Largest Number

function solve(num1, num2, num3){

let result;

if (num1 > num2 && num1 > num3){

result = num1;

}

else if (num2 > num1 && num2 > num3){

result = num2;

}

else if (num3 > num1 && num3 > num2){

result = num3;

}

console.log(`The largest number is ${result}.`);

}

## 5. Circle Area

function solve(input){

let result = 0;

let inputType = typeof(input);

if (inputType === "number"){

result = Math.pow(input, 2) \* Math.PI;

console.log(result.toFixed(2));

}

else {

console.log(`We can not calculate the circle area, because we receive a ${inputType}.`);

}

}